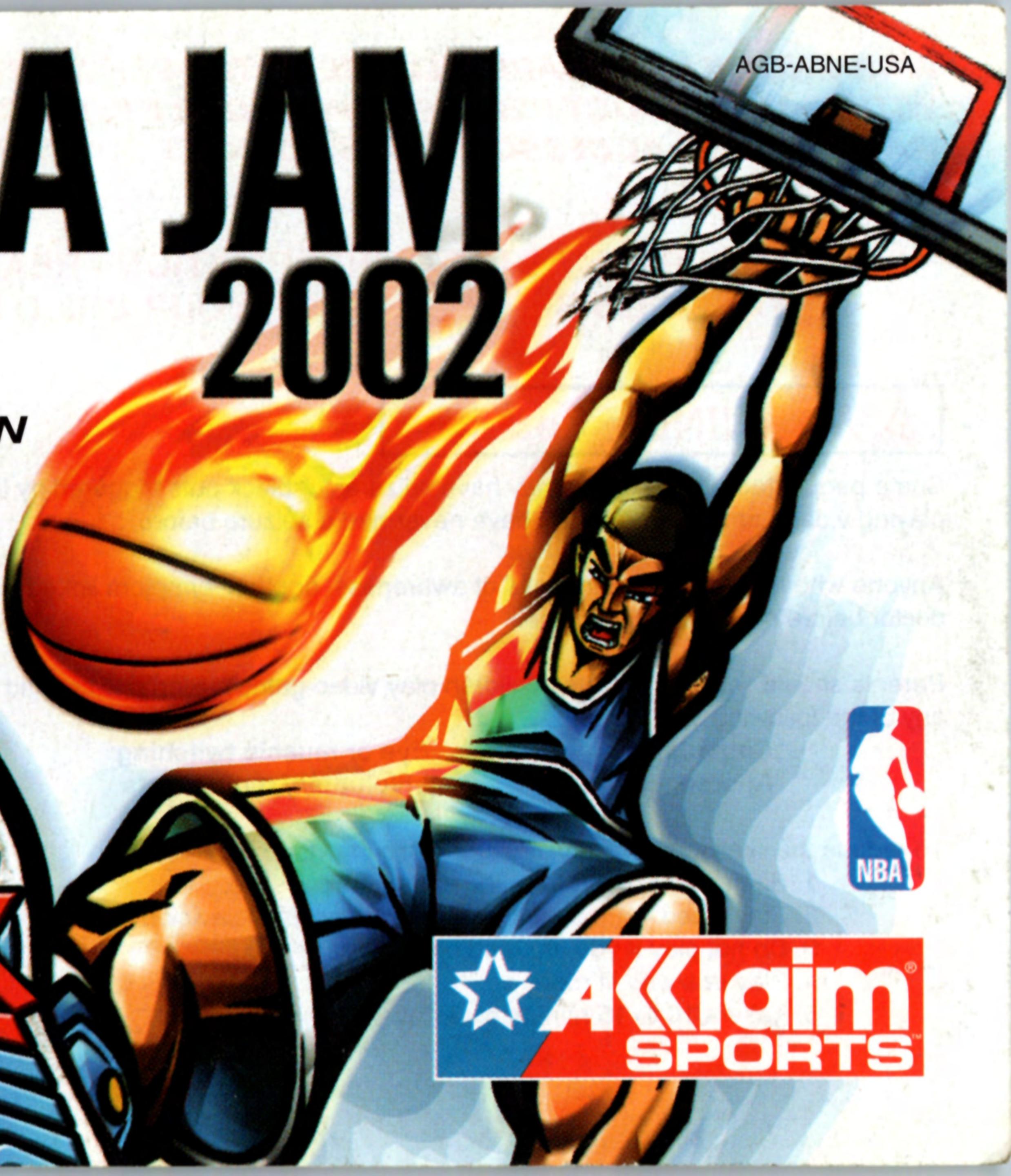


GAME BOY ADVANCE

# NBA JAM 2002

INSTRUCTION  
BOOKLET

AGB-ABNE-USA



 **Akklaim**<sup>®</sup>  
**SPORTS**

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

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THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

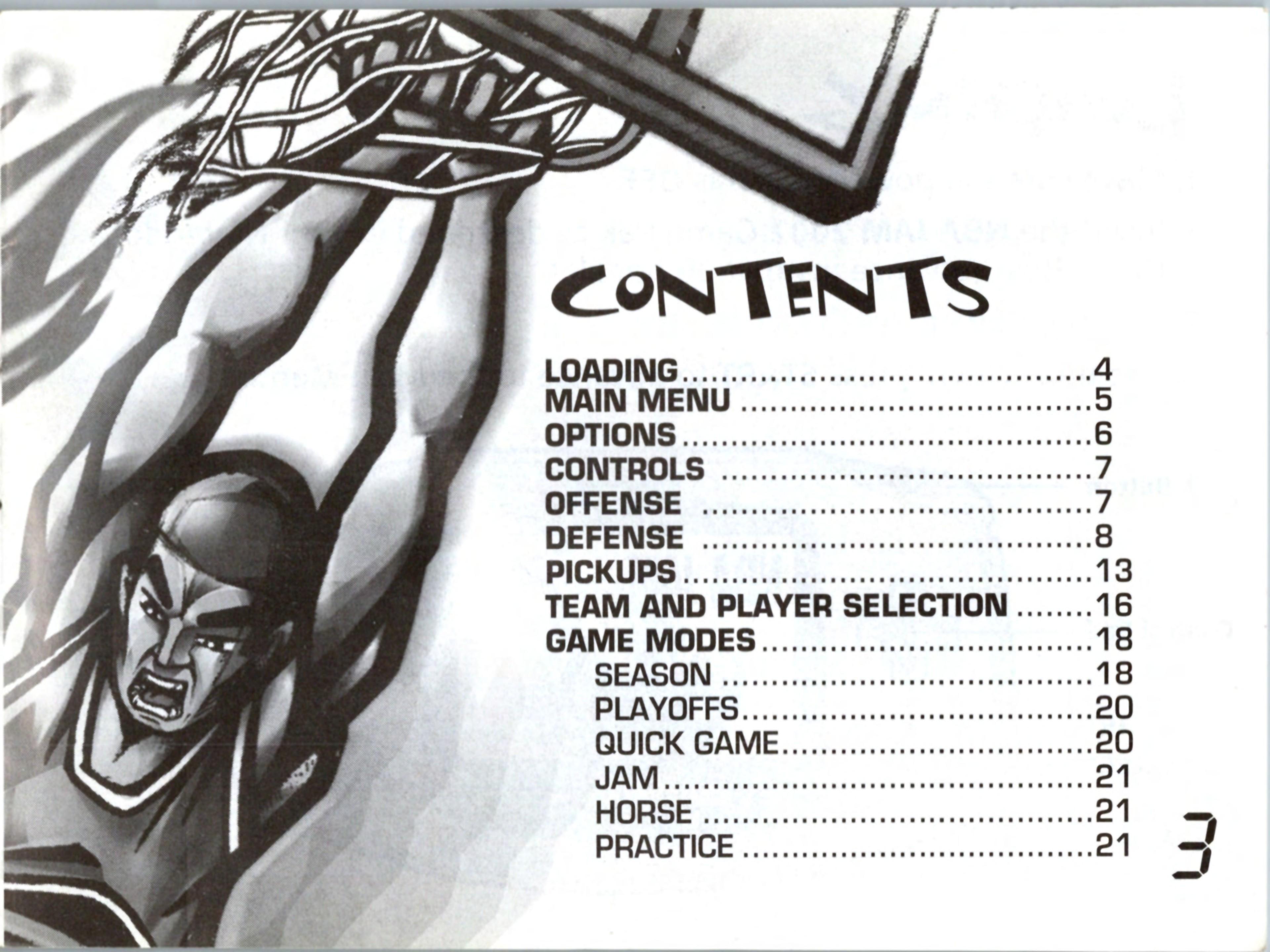
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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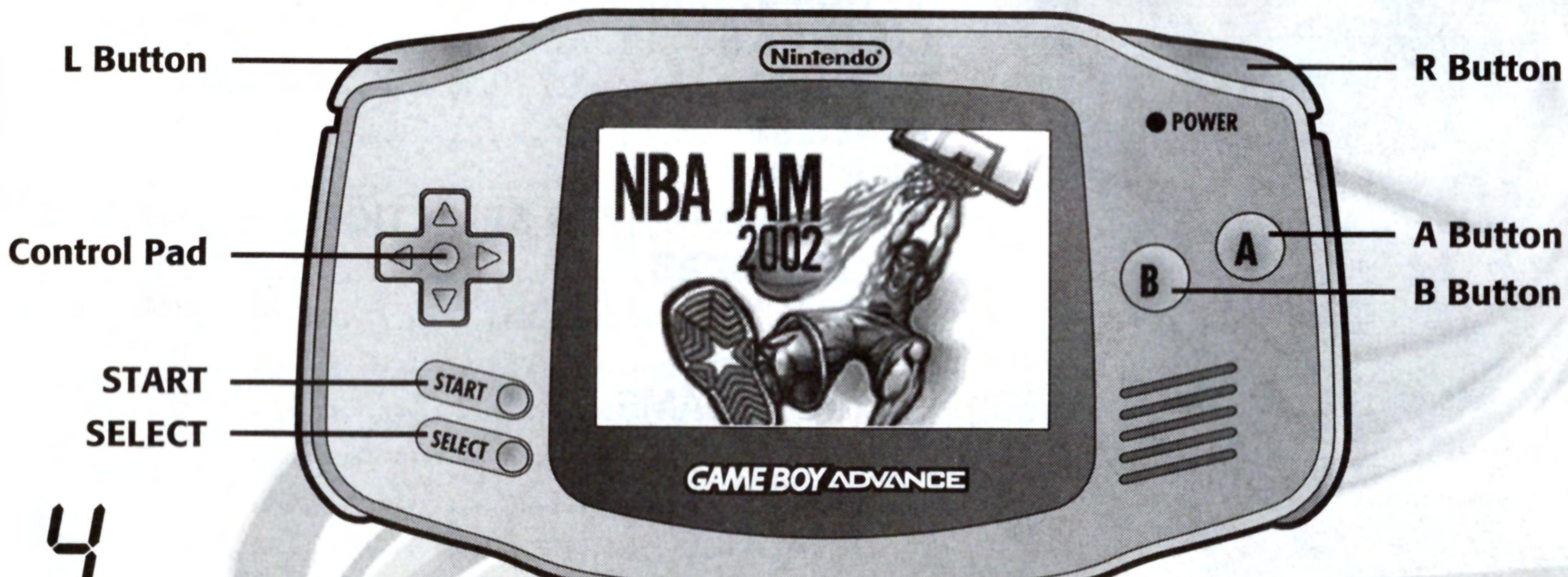
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# LOADING

1. Make sure the power switch is **OFF**.
2. Insert the **NBA JAM 2002** Game Pak as described in your Nintendo Game Boy® Advance instruction booklet.
3. Turn the power switch **ON**.

At the title screen, press **START** to advance to the Main Menu.



# MAIN MENU

On this and other menus, press **↑** or **↓** on the **Control Pad** to move the highlight, press the **A Button** to confirm a selection and advance, or the **B Button** to cancel and/or go to the previous menu.

## **Season**

Play a 28 game season schedule. You may start a New Game or use a password to resume a previous season from where you left off.

## **Playoffs**

Skip the season and jump right into tournament play.

## **Quick Game**

Play a one game match where anything goes.

## **Jam**

The rules are looser and the jams are wilder in this one-game contest.

## **Horse**

Test your skills in the special Endurance mode. Each time you fail to perform a move, you get a horse head icon. Get three horse heads and it's game over.

## **Practice**

Brush up your skills going one on one with a teammate.

## **Options**

Set up the game to fit your fancy.

# OPTIONS

Highlight an option by pressing **↑** or **↓** on the **Control Pad**. Cycle through to the desired setting by pressing the **A Button**. When you're satisfied with your settings, highlight the "**CONTINUE**" button and press the **A Button**.

**Difficulty** – Choose Easy, Medium or Hard skill levels.

**SFX Volume** – Represented by a text percentage (i.e. 0% = Off, 100% full).

**Music Volume** – Represented by a text percentage (i.e. 0% = Off, 100% full).

**Advanced** – Advanced game play set-up (options follow:)

**Player Switch** You can choose to turn the ability to switch players **ON** or **OFF**.

**Shot Timer** Choose to play with the shot clock **ON** or **OFF**. When set to **OFF**, no shot clock violations will be called.

**Quarter Length** Choose your quarter length, from one to five minutes.

# CONTROLS

## OFFENSE (IN POSSESSION OF THE BALL)



# DEFENSE (NOT IN POSSESSION OF THE BALL)



Press **START** to pause the game.

# MOVING

The **Control Pad** moves your player up and down the court. When any player is off-screen, his position is marked by an arrow, the height showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

# SHOOT/BLOCK

When your team has the ball, the **SHOOT** button will cause you or your computer teammate to shoot for the basket. Your player releases the ball when you release the button. When your team does not have the ball, **SHOOT/BLOCK** causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you!

Many times your defender will get a piece of the ball without rejecting the shot completely.

# REBOUND

When either player from your side takes a shot and misses, the ball can be rebounded by any of the four players on the court. Position your player close to the basket and press the **A Button**. Your player will leap up and win the ball back.

# TIP JAM

When a player goes up for an offensive rebound, he can score a basket in one move by pressing the **A Button** in mid-flight. Just press the **A Button** once to challenge the rebound then, once you've won it in the air, press the **A Button** again to shoot.

# PASS/STEAL

When your team has the ball, pressing the **B Button** will cause you or your computer teammate to pass the ball to his teammate. But a passed ball is easily intercepted by a defender, so look before you pass! When

your team does not have the ball, tapping this button causes your player to swipe at the ball in the hope of either stealing it or knocking it out of an opponent's hands.

## ALLEY-OOP

When either of your teammates has the ball, press **↑** on the **Control Pad** while holding the **B Button** to throw an alley-oop pass towards the basket (pressing the **B Button** quickly while pressing **↑** on the **Control Pad** will lead to a normal pass).

## TURBO

Causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter at the top of the screen. As you use it, the meter runs down, but when you release **TURBO**, it begins to regenerate.

## **ON FIRE**

Sink three unanswered baskets in a row and your players will be "**On Fire**"  for a short time, gaining impressive increases in speed, shooting ability and jumping.

## **TURBO + SHOOT/BLOCK**

When your player has the ball near the basket, pressing these two buttons causes you or your computer teammate to go for the jam, slam-dunking the ball into the basket. There are many spectacular Signature Jams that can be executed, depending on a number of factors such as the player's dunking ability and position. Your player will only jam if he is moving, however, be sure to drive towards the hole if you want to slam! When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping much higher than he ordinarily would!

# TURBO + PASS/STEAL

Pressing these buttons will cause the ball-handler to execute a faster and safer pass than the **PASS** button by itself. Often these will take the forms of behind-the-back, or bounce passes.

## PICK-UPS

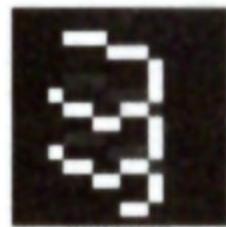
In Jam mode, when you move over pickup icons on the court, you will get special temporary abilities.



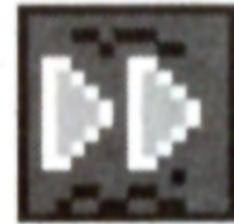
**3 Pt.** Collect this to temporarily gain expert 3 point shooting ability.



**Power** Collect this to temporarily gain extra power, making it easy to knock over even the biggest opposing players.



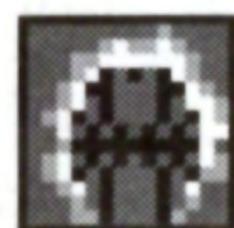
**Jump** Collect this to jump higher for a short time. Great for defense and slam dunks!



**Speed** Collect this speed pickup and you'll gain temporary turbo speed.



**Never Miss** The ultimate in temporary skill, this gives you the ability to make a shot from anywhere on the court.



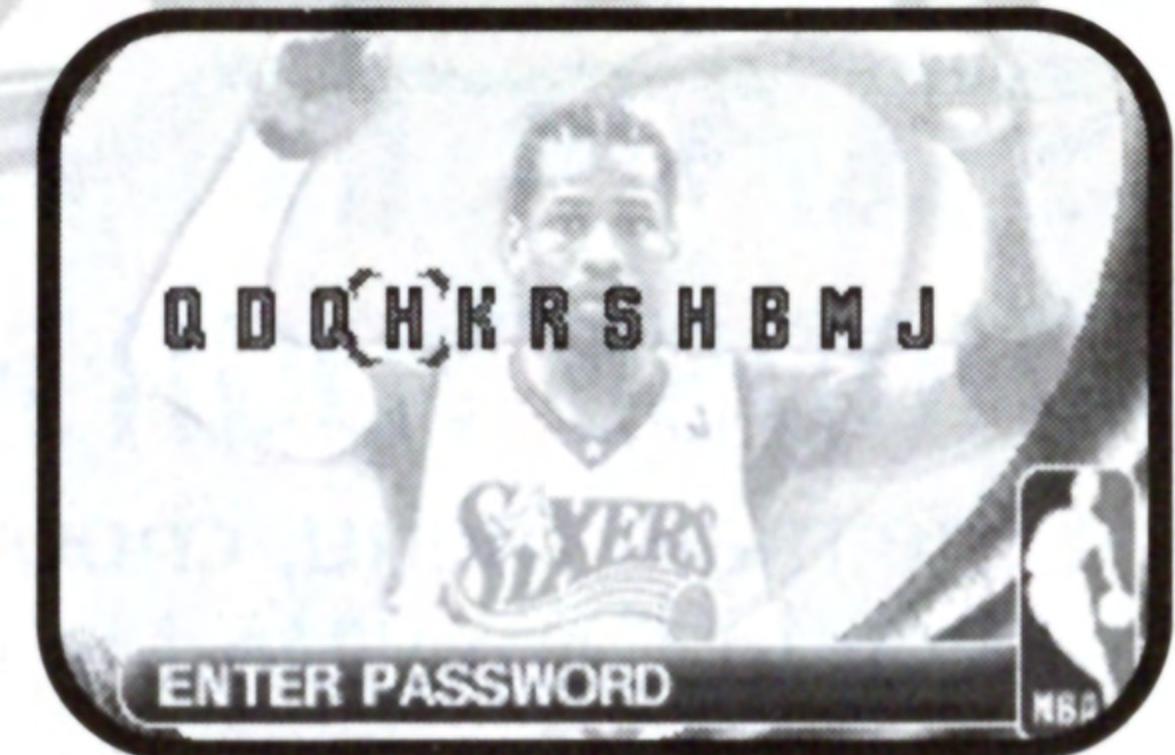
**On Fire** Collect this to instantly (and temporarily) enjoy the increased speed, shooting and jumping ability gained from being On Fire.

## PAUSING THE GAME

To pause the game, press **START**. Then press the **A Button** to quit the game and return to the main menu, or the **B Button** to return to game play. Press **SELECT** to make player substitutions (see "Substitutions" on page 20 for more details).

# PASSWORDS

Passwords are given at the end of each full game in Season and Playoffs. This screen allows you to enter a previously awarded password. Press **←** or **→** on the **Control Pad** to highlight the letters. Press the **↑** or **↓** on the **Control Pad** to edit the desired letter, then press the **A Button**. If you have entered a valid password, you will be automatically taken to the last game you won. If you do not enter a valid password you will be prompted to try again. At this point, check your password and try entering it again.



# STARTING A GAME

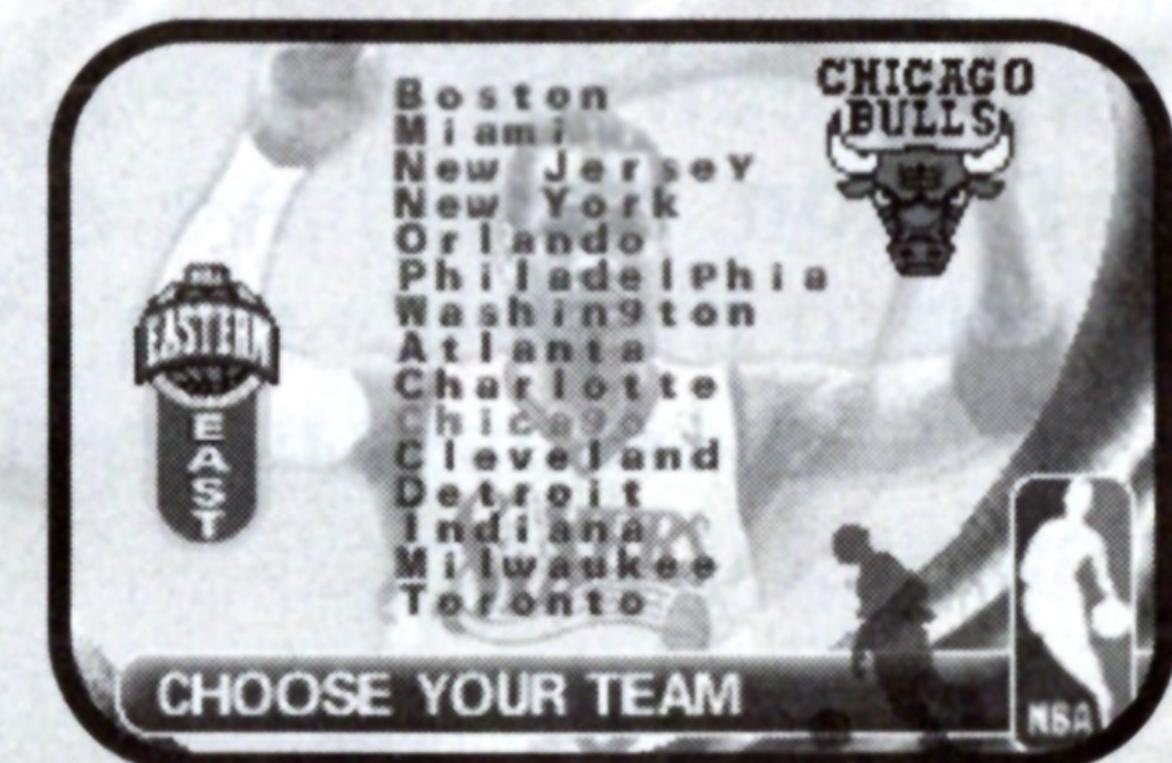
## CHOOSE YOUR MODE

At the main menu, choose from any game mode. Details on modes appear in Game Modes on page 18.

## CHOOSE YOUR TEAM

Each team is rated in several key categories.

Press → on the **Control Pad** to toggle between Eastern and Western and Special conferences. Special teams are only available in **Jam**, **Horse**, **Quick Game** and **Practice** modes (once they have been unlocked!) Press ↑ or ↓ to scroll the highlight to the desired team, then press the **A Button** to confirm your selection and advance.



# CHOOSE YOUR LINEUP

Once you have selected your team, the lineup screen will appear. Now you can select which players you wish to begin the game with (although you can make substitutions during the game too!). Notice that for every player featured in **NBA JAM 2002**, a field of statistical ability ranking appears next to the player's portrait. These figures rate each player on a scale of 0 to 100% in five important playing categories, based upon that player's **NBA** statistics. Attributes rated are:

**Shot**

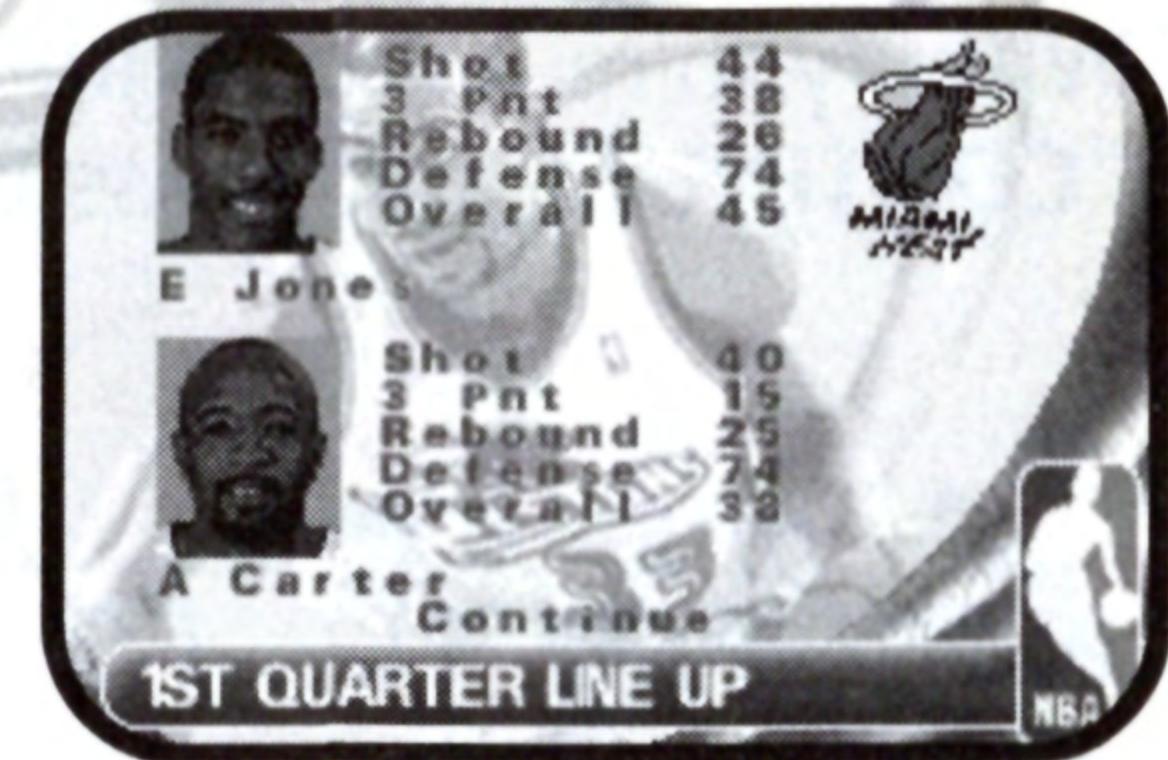
**3 Points**

**Rebounds**

**Defense**

**Overall**

Two player pictures appear, with the name of the player below. Press ↑ or ↓ on the **Control Pad** to move the highlight among the player pictures/names and the "**CONTINUE**" option. When a player name is highlighted, pressing the **A Button** will cycle through the available players on that team.



When you're happy with the lineup currently displayed, highlight "CONTINUE" and press the **A Button** to begin a game.

## GAME MODES SEASON

In Season mode you guide one team through a 28 game season. To begin, select New Game. Then it's time to select your team.

### *Team Selection*

Press **→** on the **Control Pad** to toggle between Eastern and Western conferences. Press **↑** or **↓** to scroll the highlight to the desired team, then press the **A Button** to confirm your selection and advance to the Season Schedule screen.

## **Season Schedule**

Use this screen to view your upcoming schedule of games. Once a season game has been completed, the next time you see the standings you have progressed through the season. New (unplayed) matches appear in blue. Previously played matches appear in purple.



## **Lineup**

Next, you will select your lineup as described previously. Then it's on to the court!

## **PLAYING A SEASON GAME**

Get ready for four quarters of intense court action!

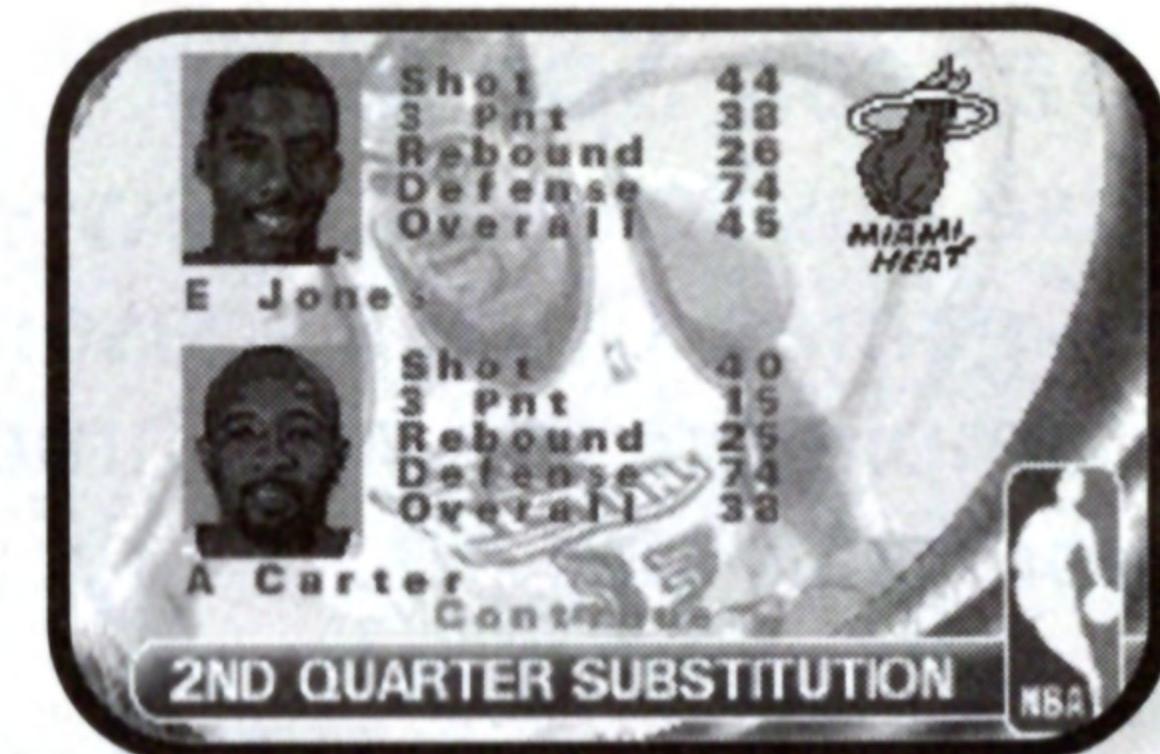
## **Time Outs**

A **TIME OUT** can be called once per quarter, provided you have possession of the ball. Press **START** to pause the game, then press **SELECT** to call the **TIME OUT** (if you have any left). The **A Button** confirms the **QUIT** and the **B Button** cancels the **QUIT**.

## ***Substitutions***

**NBA JAM 2002** allows you to make player substitutions from your team roster in two ways. After the 1st, 2nd and 3rd quarters, or during a **TIME OUT**.

The substitution screen is identical in use and appearance to the **LINEUP** screen.



## **PLAYOFFS**

It's tournament time! 16 teams appear in the playoff ladder, and battle in elimination rounds until only two remain for the ultimate contest for the championship. To begin, select the team you wish to control. You will come to the Playoff Standings screen, showing the current playoff situation.

## **QUICK GAME**

Quick Game is a one game contest between any two teams. To begin, choose your team (your CPU-controlled opposing is automatically selected for you). Get ready for four quarters of tough competition.

## JAM

Jam mode is all about making big plays in a big way, so forget about rules and regulations and concentrate on getting to the rim. Begin by selecting your team and the team you will oppose, then choose your court. From there, get out on wood and let loose!

## HORSE

This is the **JAM** version of the old playground classic. To begin, first you must select a team and a court to play on. Then it's on to the floor to see who has the shooting skills. The player will demonstrate a trick or technique. You then must match the move given or better it. If you get a move wrong, you are given a "Horses Head" icon. Three of these icons result in "game over"! As you progress, the challenges will get tougher.

## PRACTICE

Practice mode lets you put in some quality time on the court getting your skills amped up without distractions like opponents, clocks and pressure. Get yourself together and bring your game up to highlight level.

# NOTES

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# NOTES

A black and white photograph of a person's face, heavily shadowed and obscured by dark, flowing hair or a hood. The person is wearing a light-colored shirt with a small, dark emblem on the chest. The background is bright and overexposed.

# NOTES

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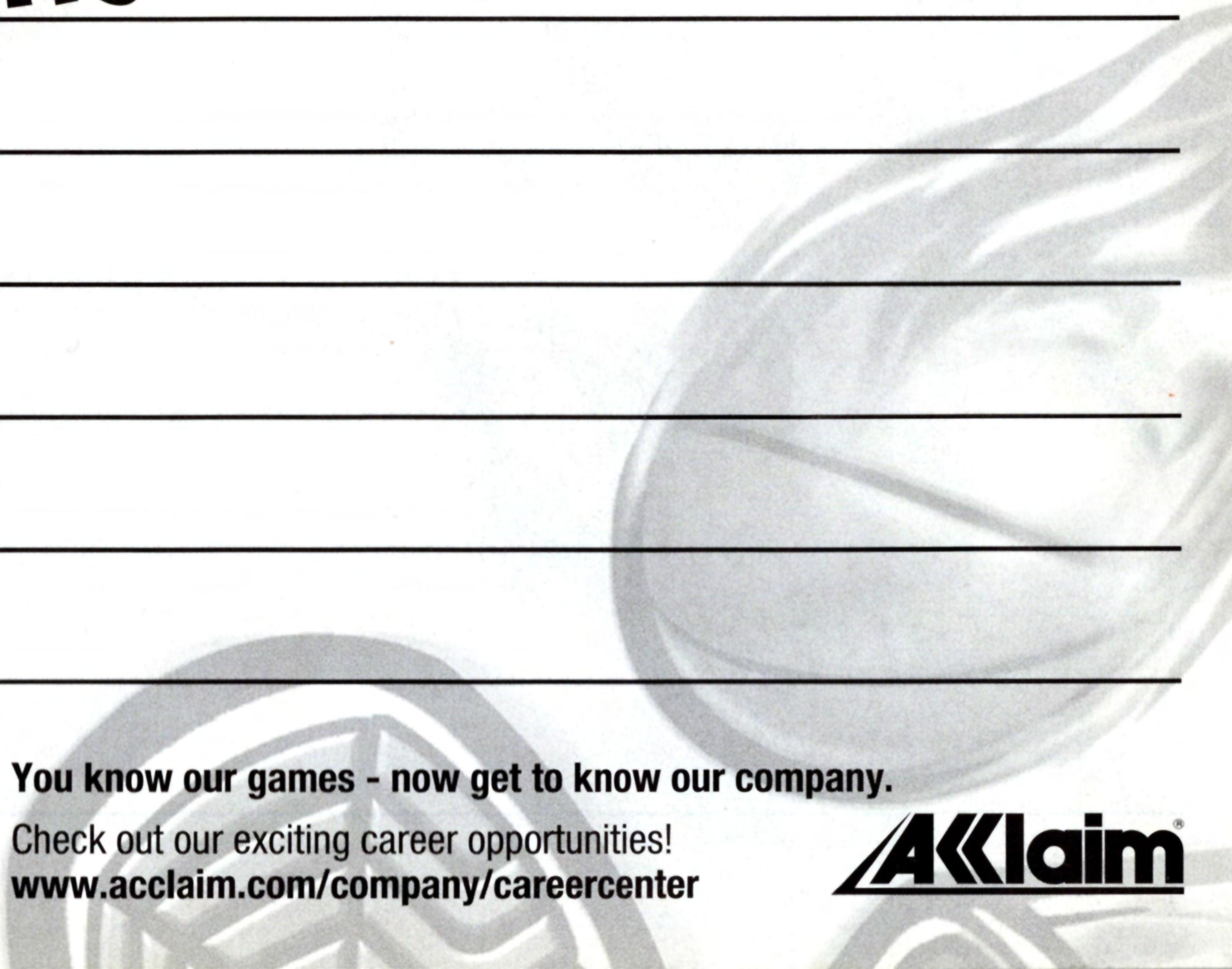
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You know our games - now get to know our company.

24

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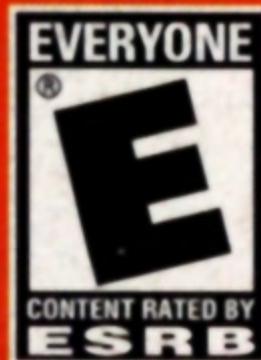
LEU+54  
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